

N-GAGE
NOKIA
www.n-gage.com

NOKIA



Single Player

Multiplayer

Bluetooth

Online Option*

* Online gameplay requires network support.

For use only with the N-Gage™ mobile game deck. Copyright © 2005 Nokia. All rights reserved. Nokia, N-Gage, N-Gage OD, N-Gage Arena and Glimmerati are trademarks or registered trademarks of Nokia Corporation. Other product and company names mentioned herein may be trademarks or trade names of their respective owners. Printed in China. Bluetooth is a registered trademark of Bluetooth SIG, Inc.



N·GAGE

1-4 PLAYERS

**ONLY ON
N·GAGE**



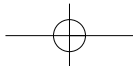
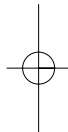
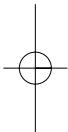
TM



NOKIA

**N·GAGE
ARENA**

ONLINE FEATURES AVAILABLE



Part No. 9233177
R/XXXXXX/YY

Copyright © 2005 Nokia. All rights reserved.

Nokia, N-Gage, N-Gage QD, N-Gage Arena and Glimmerati are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners.

Package contains one game on one game card.

The information contained in this user guide was written for Glimmerati™. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

UNDER NO CIRCUMSTANCES SHALL NOKIA BE RESPONSIBLE FOR ANY LOSS OF DATA OR INCOME OR ANY SPECIAL, INCIDENTAL, AND CONSEQUENTIAL OR INDIRECT DAMAGES HOWSOEVER CAUSED. THE CONTENTS OF THIS DOCUMENT ARE PROVIDED "AS IS." EXCEPT AS REQUIRED BY APPLICABLE LAW, NO WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE MADE IN RELATION TO THE ACCURACY AND RELIABILITY OR CONTENTS OF THIS DOCUMENT. NOKIA RESERVES THE RIGHT TO REVISE THIS DOCUMENT OR WITHDRAW IT AT ANY TIME WITHOUT PRIOR NOTICE.

EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Inserting the N-Gage™ Game Card

N-GAGE

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



N-GAGE QD

1. You do not have to switch off the N-Gage™ QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically. (Please ensure the auto-start feature is enabled on your game deck)



Starting a Game

N-GAGE


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

N-GAGE QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

Bluetooth Multiplayer Gameplay*

* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

Table of Contents

Inserting the N-Gage™ Game Card	3
Starting a Game	3
Bluetooth Multiplayer Gameplay	3
Glimmerati™: Story	5
Using the N-Gage™ Game Deck Controls	6
Selecting Language	7
Creating Your Character	7
Main Menu	8
Club Cards	9
Heads Up Display	10
Options	11
Records	11
Selecting the Game Mode	12
Credits	15
Nokia Limited Warranty	16
Limitations on Warranty	16
Obtaining Warranty and Technical Support	16
N-Gage™ Arena Instructions	16

Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual. Note: Do not use the USB port during gameplay.

ENGLISH



GLIMMERATI™: STORY

"Sometimes, the best things in life happen by accident. That would literally be the case with my late uncle. Just prior to being killed in a freak Jet Ski accident he made me his sole heir. I quickly found out that wealth alone didn't earn me a place in high society. I must have missed something essential..."

A fortuitous street race leads you to an encounter with the president of Club Glimmerati. This lucky meeting opens the door to the racing club of the rich and famous. Now you must prove yourself worthy of living in luxury alongside royalty, supermodels, pop stars and the cream of the jet set.

Glimmerati™ lets you race and play with the fastest celebrities in the world. As you move up through the club hierarchy you will face tasks with rewards commoners can only dream about.

It takes more than excellent driving skills to stick with this crowd. If you can spare the time from "interviewing" supermodels in a hotel suite, you may even lay claim to the club president's seat!



USING THE N-GAGE™ GAME DECK CONTROLS

MENU OPTIONS

- Move up/down  / 
- Change selection  / 
- Accept/Select  or 
- Back/Quit  or 

GAME CONTROLS

- Steer left/right  / 
- Accelerate 
- Brake/Reverse 
- Nitro boost 
- Map 




SELECTING LANGUAGE

When you play the game for the first time, it will begin in the language to which your game deck is set. You can change the language from **Options** screen found in the **Main Menu**.



ENGLISH

CREATING YOUR CHARACTER

When playing for the first time, you are asked to name your character. Confirm the name by pressing .



ENGLISH

MAIN MENU

The Main Menu provides the following selections:

- | | |
|---------------|--|
| Start Game | Proceed to the game mode selections. |
| N-Gage™ Arena | Connect to N-Gage™ Arena via GPRS. |
| Club Cards | View player profiles downloadable via N-Gage Arena or Bluetooth wireless technology. |
| Options | Edit your game data and change your preferences. |
| Records | View the track records stored in Club Cards on your game deck. |
| Quit | Exit the game. |



CLUB CARDS

Your **Club Card** records your progress through the game. The information saved includes the best race and lap times for each track, diary entries and various rewards gained in Story Mode.

In the top right corner of the Club Cards menu you can see the selected player's **Arena Name**. The character name is also shown in brackets. The menus on the left allow you to view the details on the current Club Card.

The Club Card with your game data can be uploaded to N-Gage Arena via GPRS for comparison with other players. You can download and store up to 10 Club Cards (including your personal Club Card) submitted by other players on your own game deck. Club Cards can also be sent to another game deck via Bluetooth wireless technology.



ENGLISH

ENGLISH

HEADS UP DISPLAY

RACE SPECIFIC

Race Time Lap Time Lap Position



GENERAL

Radar
Nitro Meter
Damage Meter
Speed

OBJECTIVE SPECIFIC

Time Left



MAP

Player Position (yellow arrow)
Opponent Position (red dots)
Target Position (green dot)



OPTIONS

- Game Data** Edit your character name, erase game saves or track records.
- Audio** Change audio settings.
- Control Settings** Redefine game control keys.
- Bluetooth** Toggle your game deck Bluetooth wireless technology feature on/off or change your device's Bluetooth name.
- Language** Select your preferred language.
- Credits** View the team that created Glimmerati.

RECORDS

- Story Mode Records** View the best Story Mode records stored on your game deck.
- Time Trial Records** View the best Time Trial track times stored on your game deck.

ENGLISH



[11]

SELECTING THE GAME MODE

The **Game Mode Selection** screen provides the following selections:

- | | |
|-------------------------|--|
| Story Mode | Story-driven game mode. |
| Quick Race | Race on any track unlocked in Story Mode. |
| Time Trial | Perfect your skills on any track unlocked in Story Mode. |
| Multiplayer Race | Play with 1–3 friends via Bluetooth wireless technology. |

STORY MODE

In this mode you will enter Club Glimmerati's racing tournament. The races take place in several locations around Europe. Also at times some club members will ask a favor of you. Depending on how you manage to complete the races and objectives, you will gain fame points along with the race points—and in the world of Glimmerati, everything revolves around fame...

Visiting the Office allows you to browse your status, rewards, and diary entries based on your achievements in Story Mode. All this information is also saved on your Club Card (see Club Cards section, page 9).



QUICK RACE

Play a single-player game against 7 CPU drivers. At first only a couple of tracks are available, but as you progress in Story Mode, more tracks will become available.

TIME TRIAL

This is where you can hone your driving skills to perfection. No distracting opponents; only you, the track and the clock! At first only a couple of tracks are available, but as you progress in Story Mode, more tracks will become available.

MULTIPLAYER RACE

When playing **Multiplayer Race** via Bluetooth wireless technology, one player must host the game. The other players can then join the hosted game.



HOSTING A MULTIPLAYER RACE

To host a game, select **Host Game** in the **Multiplayer Race** menu. Choose the location, track and number of laps. Once you are done, proceed to **Player Setup** and wait for the players to join the game. When everyone is ready, select **Launch Game**.

The **Refresh List** option drops all game decks currently connected and searches again for potential game decks in the vicinity.

After all players have selected a vehicle, the race will begin automatically.

JOINING A MULTIPLAYER RACE

To join a game, select **Join Game** in the **Multiplayer Race** menu. Select the host from the list by pressing **Key 5**, and then proceed to **Join Game**.

The **Refresh List** option drops all hosts in vicinity and searches again for potential hosts.

After all players have selected a vehicle, the race will begin automatically.

N-GAGE™ ARENA

You can upload your own Club Card to the N-Gage Arena, or view and store other players' Club Cards with their Story Mode and Time Trial records on your game deck.



CREDITS

Producer:

Sami Nurmio

Title Marketing:Aapo Bovellan
Jaakko Kievari
Timo Toivanen**Project Manager:**

Jani Pääjärvi

Lead Designer:

Petteri Putkonen

Lead Artist:

Jukka Merikanto

Lead Programmer:

Jalmari Härmä

Music and Sound:

Stakula

Story Writer:

Johannes Olli

Dialogue:Petteri Putkonen
Markus Tuppurainen**Level Design:**Tero Antinkaapo
Jean-Peter Finnberg

Jarkko Järvinen

Jukka Merikanto

Joonas Mäkilä

Piia Pakarinen

Petteri Putkonen

Programmers:Jani Kajala
Petri Ketonen
Tero Kuparinen
Pasi Matilainen
Pauli Meriläinen
Vesa Pentti
Henri Tuhkanen**3D Graphics:**Tero Antinkaapo
Jean-Peter Finnberg
Jarkko Järvinen
Piia Pakarinen**Additional 3D Graphics:**Juha Kämäräinen
Joonas Mäkilä
Pekka Suutari
Panu Uomala
Heikki Vehmas**2D Graphics:**

Markus Tuppurainen

IT Support:

Stefan Kajankari

Server Development:

Relayware Game Networks

Voice-over Casting and**Direction:**

Stakula

High Concept:

Steinmann Klinik

Additional Sound Design**and Vehicle Sounds:**Jussi Kärkkäinen
Greg Hill – Soundwave
Concepts**Sound Assistant:**

Juha Jantti

Casting and Direction:

AudioGodz/Lani Minella

Actors:Moriah Angeline
Erin Ashe
Marc Biagi
Elara Bowman
Dan Castle

Ryan Drummond

Lani Minella

John Nutton

Chris Wilcox

QA:

Babel Media Ltd.

Project Manager:

Ashley Parker

Senior QA Coordinator:

Richard Startup

QA Coordinator:

Les Plumridge

Ben Scott

Testers:

Ben Adams

Neill Adams

John Darke

Miles Davies

Simon Davies

Adam Firth

Dylan Foale

Mike Gordon

Ian Griffiths

Kim Johansen

Arif Khan

Duncan Locke

Jo Raffman

Niels Saunders

Sean Smith

Chris Sullivan

Rob Swan

Nick Timberlake

Ben Wrightman

Jacob Wrightman

Sam Wrightman

OTHER CREDITS**European****QA Manager:**

Dean Bent

QA Team Leader:

Thorsten Fröhlich

Logotype and**Style Guide:**

Jarkko Ojanen

Kryon Division

Print Coordination:

Ali Pitkänen

Special Thanks:

Thomas Carlsson

Jonathan Caslake

Andrew Drawneek

Phil Yeary

ENGLISH



Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

Limitations on Warranty

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com.

N-Gage™ Arena Instructions

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage™ Arena is an online service that allows you to upload and download game content enhancements over the air to extend gameplay.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at arena.n-gage.com.

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See arena.n-gage.com for more details.

N-Gage Arena support provided by Nokia.

Please refer to arena.n-gage.com for gameplay instructions.

Copyright © 2005 Nokia. All rights reserved. Nokia, N-Gage, N-Gage QD, N-Gage Arena and Glimmerati are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

